

## ***Creating Games in C++ fixes***

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### **ERRATA**

#### **1). You must be linked to all of the libraries needed. Not most, but all.**

**The libraries must be specified in the correct order.**

1. From the Dev-C++ main menu, choose "Project" and then click "Project Options".
2. In the Project Options dialog box, click the "Parameters" tab.
3. On the Parameters page, highlight and delete anything you find in the list labeled "Linker".
4. Click the "Add Library or Object" button.
5. Navigate to the Dev-C++ library folder. The path is probably C:\Dev-Cpp\lib.
6. In the Dev-C++ library folder, find the file ALut.a. Highlight it and click the "Open" button.
7. Repeat steps 3-5 for each of the following files. They **MUST** be specified in the order shown here. Any other order will cause linker problems.

libOpenAL32.a

ALu.a

ALc.a

Libwinmm.a

Libopengl32.a

#### **2). To Install OpenAL:**

1. Start Dev-C++.
2. From the main menu, choose Tools and then click Check for Updates/Packages.
3. In the dialog box that appears, pull down the list labeled Select devpack server and select devpack.org Community Devpacks.
4. Scroll the Available Updates list until you find OpenAL. The list is in more or less random order, so you'll just have to keep scrolling until you find it.
5. Click the checkbox next to OpenAL so that a check mark appears. Now click the Download Selected button.
6. A dialog box eventually appears notifying you that the download is complete and that installation will begin. Click OK.
7. The Dev-C++ Package Installation Wizard starts. Accept all of the default values.
8. After the Dev-C++ Package Installation Wizard finishes, open Windows Explorer and navigate to your Dev-C++ directory. Your Dev-C++ directory is probably located at c:\Dev-Cpp.
9. In your Dev-C++ folder, you'll find a folder for OpenAL called

OpenAL-0.099-mingw. It contains a folder called lib. The entire path to the lib folder is probably c:\Dev-Cpp\OpenAL-0.099-mingw\lib. Copy the contents of your c:\Dev-Cpp\OpenAL-0.099-mingw\lib to your Dev-C++ lib folder. Your Dev-C++ lib folder is probably located at c:\Dev-Cpp\lib. So your copying all of the files from c:\Dev-Cpp\OpenAL-0.099-mingw\lib to c:\Dev-Cpp\lib.

10. The c:\Dev-Cpp\OpenAL-0.099-mingw\lib folder contains a file called OpenAL32.dll. Copy that file to your Windows system folder. It will either be C:\Windows\System32 or C:\WinNT\System32, depending on the version of Windows that you use.

OpenAL is now ready for your use.

Note: If you write a game and sell it, your installation program must install OpenAL32.dll into your customers' Windows system directory. If it does not, your game will not work on their computers.

**3). The book states the file structure for the LlamaWorks2D folder is**

LlamaWorks2D\Source. This is incorrect.

For the book,s first printing, they are in Tools\LlamaWorks2D.

For the second printing, they will be in the correct location:

Tools\LlamaWorks2D\Source